

Release 0.21, 25.07.1995 by Thomas Engel (tomi@shinto.nbg.sub.org)

2 *Release Notes and some History*

This chapter contains the release notes to all the NDCamera versions. It documents new features, the development steps taken, major bugs that have been fixed and bugs that are known.

Version 0.21

Bug and feature fix release before I went on holidays.

New Features

Some crucial features have been added but still the app is not what I would call a good fellow^{1/4}it works thats all.

- **DO port.**
The app now serves a DO-port named "localhost/NDCamera". This gives you full remote control over the application. But use it wisely^{1/4}there is no security build into it, so you can mess up the whole program.
- **Added Example sources.**
To demonstrate the benefits of the added DO port I have included two simple applications to the *Examples* directory.

Known Problems

Some of the known problems won't hurt anybody at this moment ± I hope. But I know that they are in there.

- **WindowServer crashes on heavy use.**
The app **will** crash your window server (= log you out without a warning) if you run at too high frame rates or have a system with heavy load.
The Dimensions software is buggy and there is nothing I can do about it!
- **Destroying Anim's.**
If the path of the anim points to an existing *.ainm* file any further grab can destroy existing frames with the same name.
The NDCamera does *not* append frames to an existing movie!
- **Won't show correct Frames.**
Each application which use the NXLiveVideoView *must* run in 24Bit. So if you have set another default window depth be sure that at least the NDCamera always runs

in 24Bit.

- **No real Preferences.**

The preferences don't get saved...and don't work.

- **GUI problems.**

In some cases buttons don't act as they should etc. pp. I know about many problems in that area.

Development

Well what happend this time.

Jul. 95: Added the DO port and 2 example "remote controls". (1 day of coding)

Version 0.2

This is the first public release. It is not a nice app but it might but useful to some people^{1/4}even in the current state.

New Features

Some crucial features have been added but still the app is not what I would call a good fellow^{1/4}it works thats all.

- **Creating .anim Files.**
Type a *valid* name of a directory into the Oculars File field and the camera will save all grabbed frames with the right numbers into that area.
- **Nicer Icons.**
Some new artwork has been done but it still has not been fine tuned in any way.
- **Hidden grab-speed Control.**
Edit the text field under the left Frame/Sec. button to get a special frame rate. It is a hack but does the job right now.
- **App.info.**
The app comes with a useful *NDCamera.info* file (similar to .info files of the Installer.app). My *NewAppInspector* bundle for the Workspace will like this little extra description. Once I'll have the time to polish and finish it I will release this project too.

Bugs Fixed in Release 0.2

Its hard to say if those are fixed bugs or new features :-).

- **Scaling the output.**
You can adjust the size of the output image by scaling the ocular. But it is not recommended to do this during a recording session because you will end up with images in different sizes.

Development

Ok. Here is what I did to kick out this version.

Jul. 95: Played with the images and some useful adjustment code. (2 days of coding)

Version 0.1

The first release never made it onto the archives. It was a personally "test-hack" only.

New Features

Here is a short summary of all the parts that are working now.

- **Grabbing at certain Framerates.**
You can adjust the number of frames which should be grabbed within a second.
- **Adjusting the Dimension**
You can select the input channel and other settings.
- **Set the Grab-area.**
Open the monitor and type the position of the grabbing area.

Development

Here I'll try to show you on which parts I did focus my work in this release.

Jun. 95: Clicked the app together and played with different GUI ideas. The basic functionality is included. (2 days of coding)